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Skeleton



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This fan-fiction article, **Skeleton**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

A Skeleton is as the name says a skeleton granted unnatural second life through Necromancy as such they are considered to be an Undead.

Contents

[\[hide\]](#)

1. Physiology
2. Abilities
 - 2.1. Physical
 - 2.1.1. Skeleton Physiology
 - 2.1.1.1. Defunct Physiology
 - 2.1.1.1.1. Digestive Expulsion Independence
 - 2.1.1.1.2. Earless Perception
 - 2.1.1.1.3. Eyeless Perception

Skeleton



Taxonomy

Classification [Undead](#)

Subspecies

- [Skeleton Archer](#)
- [Skeleton Mage](#)
- [Skeleton Warrior](#)

Physiology

Height [Human size](#)

Hide [Skeletal](#), may have some skin remaining but it is exceedingly rare as they are usually stripped and cleaned of their flesh first

Eyes [Their sockets can burn with magical power](#)

- 2.1.1.1.4. Organ Independence
- 2.1.1.1.5. Oxygen Independence
- 2.1.1.1.6. Pain Immunity

Main Use	Footsoldiers and servants of necromancers
Ecology	
Lifespan	However long the magic keeping them animate lasts
Intelligence	Dependent
Range	<ul style="list-style-type: none">The WorldNorthern Kingdoms and Nilfgaardian Empire
Predators	<ul style="list-style-type: none">Witchers

Physiology

A human skeleton animated through the dark powers of necromancy.

Abilities

Physical

Skeleton Physiology

A skeleton is a skeleton but animated, as such they have the powers and abilities of an animated skeleton.

Defunct Physiology

Skeletons lacks any physical weaknesses of an organic, living body including the need for rest, sustenance or other physical requirements. They do not feel pain and cannot be poisoned or get ill.

Digestive Expulsion Independence

As a skeleton, they can function, but lacks the need to defecate or urinate.

Earless Perception

Skeletons are somehow able to hear despite lacking ears.

Eyeless Perception

Skeletons have the sense of vision despite having no eyes.

Organ Independence

Skeletons lack and/or live without any internal organs.

Oxygen Independence

Skeletons can survive without the need for oxygen.

Pain Immunity

A skeleton is immune to the sensation of pain as such they are also immune to fear.

Categories



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